

PARADOX

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CES ISSUE

Inside:

Gaming Set Ablaze!

Sega CD: No longer a myth

A look at the games

at the CES

and MORE!



PARADOX STAFF

Chris Johnston, Editor
316 E. 11th Ave.
Naperville, IL 60563

Jason Whitman, Editor
155 Westwood Dr.
Park Forest, IL 60466

Sean Pettibone, Editor
2406 Red Maple Ct.
Troy, MI 48098

Justin Schuh, Resident Artist
1016 Sierra Ct.
University Park, IL 60466

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June 1992, No.1, Vol.1 of Paradox. If you wish to see your fanzine/newsletter reviewed, send it in! Please try to send copies to all three editors. Advertising is real cheap, so inquire today! Paradox also beta tests games for companies willing to try us. We're three people with very different gaming playing abilities. **SEND IN THE READER'S FORM!!!**

Paradox is also seen in MegaZine, one of the very fine multi-fanzine publications around. For information on this major merger, send your letter to: Chris Larson, MegaZine, 1209 Frisna, Pawnee, IL 62558.

Do you have any ideas that a video game fan club could do? If so, send them to Mike Ciletti, 584 Kensington Way, Bolingbrook, IL 60440.

A COUPLE OF SURGEONS

Welcome to the first issue of Paradox, which I'm sure will be an interesting experience for everyone. I feel I should use this space to make a few confessions. First of all, in The Bombardier there were a few problems which Sean and Mike Ciletti talked me out of doing. First of all, there is no Gameboy CD ROM, John Madden Football for Game Gear, or other numerous fibs I made. Sure, go ahead and kill me. It was a blatant attempt to gain readership. Now that that's out of the way, I had a great time at the CES with Sean, Jason, Mike, Ed, Justin, Henry, Aaron, and Martin Alessi. In this issue, I'll be taking a long look at the Sega CD, a few fanzines, as well as my opinion of the Summer CES. Anyway, have a great time reading this issue, and I'm back without *any* lies this time and forever!

Chris Johnston, Editor

Hello fellow gamers! You now have in your hands the premiere issue of Paradox, a publication for *you*, the modern gamer of today. My specialty field is shoot-em-ups, but I'm intrigued by CD technology and enjoy the portable gaming scene. Speaking of Paradox as a whole, my favorite segments to do will be editorials, in which I can voice my unbiased opinions on systems, games, and the industry as a whole. I am privileged to be working with gamers such as Chris and Sean, and in our first issue I will take a look at the new Lynx games from Telegames, the TurboDuo, the new TurboChip lineup, Sega's new GG library, and the consumer portion of the CES. We're glad to have you as a reader, so sit back, relax, and enjoy!

Jason Whitman, Editor

Welcome to the first issue of Paradox. For those of you familiar with Chris Johnston's The Bombardier, you know that it was a good fanzine packed with information (some false), but it left margin for improvement. Hopefully Paradox will accomplish this improvement. Chris has confessed to any lies he printed in The Bombardier, so please don't send him any pipe-bombs. He appears to be sorry, especially after my and everyone else's yelling at him, and he promises not to print any "ropes" in Paradox. So, give Paradox a try and call or write us and tell us what you think. With that, read on, and enjoy. Until next time.

Sean Pettibone, Editor



Fan Forum

The Mail

The letter that follows this is from Dan MacArthur, former Bandai employee. Now I'm told he is working for Sega on the Sega CD project. Read this letter, and see if you reacted the same way that I did to it.

April 2, 1992

Dear Chris,

Thank you for sending me your letter and fanzine.

I feel Fanzines are decent, but I don't really take them seriously. Why are they the wave of the future? BGN is not a Fanzine! I admit that I write the whole thing and give my personal opinions, but I wouldn't be writing it if I wasn't in the industry. I wouldn't waste my personal time writing a Fanzine! Therefore, BGN is a game company newsletter that talks about the industry instead of just being one big advertisement like other company newsletters. You can call it what you want, but the bottom line is that it's a newsletter.

There is only one Fanzine that I found to be entertaining to read and nicely put together...it's an all Neo Geo Fanzine called New World News. It's clean, well-written, and has some excellent drawings inside. On top of that the cover art is nicely drawn color picture that doesn't look like a big mess. It looks like a comic book cover. New World News is the only Fanzine I've seen that does what it's suppose to do...make the reader want to open it up and read it from cover to cover. It's the perfect length to prevent the reader from getting bored. You should check this Fanzine out to see how a real Fanzine is put together!

EGM is a real gamer's magazine. What do you have against it looking like a Japanese magazine? I prefer the look and layout of Japanese video game magazines. I prefer Japanese animation and products all the way! I can't get Final Fight Guy in America with blood and babes! Japanese games for me only! There of course will be some exceptions if a good American only game comes out that I can't get in Japan, but that hasn't happened yet and probably never will. Another great thing about Japanese games is that they're always out a few months before the American market will even see them (if they will ever see them at all).

As for your Fanzine The Bombardier...all it consists of is a bunch of pages packed full of terrible xeroxed pictures taken from real game magazines and brochures. The drawings looked as if a little kid did them, and the whole Fanzine in general looks as if a little kid put it together. I can't believe you charge \$2.50 per issue... I wouldn't take it for free! Fanzines tend to look childish and unprofessional. New World News looks as if

SNK makes it themselves because it's so well done. It doesn't look like something a bunch of kids slapped together in one night. I strongly suggest you giving it a look at to learn how a Fanzine should be made.

Henry Sterchi's Fanzine writing days are over. He must have grew up. Do you proof read your Fanzine before you go to print? I didn't think so! You and Adam Query would be best friends. He does some work on a Fanzine called Cyber beat. Another fine Fanzine...NOT!

You can wait and wait and keep waiting for the rumored Atari Panther, Jaguar, sparrow, 16-bit, 24-bit, 32-bit, 64-bit home game system all you want. While you wait for that I'll be playing my Super NES and Neo Geo...two true video game systems available NOW! Even if the Jaguar does finally make it out why would you want it? It's basically going to be a computer with American only games made for it. I simply despise American computer games...they totally suck! Give me Japanese video games or don't give me anything at all! Japanese animation is the best! Atari is dead and will never rise again! Look at how big of a failure their Lynx is...expect the same for their Jaguar.

Anyway, don't get offended because I dislike the Bombardier. I showed it to some other gamers I know and they don't like it either. What really is the purpose for Fanzines anyway? I guess writing them passes the time by, huh?

Write again if you have anything else to say. The new issue of BGN will be coming to you very soon...talk to you later!

Sincerely,

Dan MacArthur
(Video Game Specialist)

Dear Dan,

First off, I was surprised to get a letter like this, but I knew that The Bombardier had serious problems, like the spelling, copy quality, and length. But, you just argued points that most people can't agree with. Sure, New World News is a great fanzine, and I like it a lot, but it is too professional to be called a fanzine. What you like about it is the professionalism of it. I see nothing redeeming about the pictures in a fanzine. What matters is the text that's in the fanzine.

EGM is not what I would call a real gamer's magazine. It's sometimes very childish and unreliable. Like with their "review" of Fantasia. In the original review, they made it out to be the best game that Sega has ever made, when, clearly from any standpoint, it is not. They talk about the Jaguar and other systems that don't exist more than I ever have, and they're the ones that started all that talk about the Jag. Complain to them if you have problems with systems that aren't out yet. They seem to cover them more than the systems that are already out, right?

If you prefer video game "blood and babes",

then you have something wrong with your person. I'd much rather hang around with real babes. You can hang around with the blood all you want, give me those hot babes. Henry Sterchi's Video Plus may not be around anymore, but I'm sure he still hangs around fandom once in a while. I saw him at the CES, and in a letter, he offered to do some freelance stuff for The Bombardier. So his fanzine writing days are not over. Don't associate me with Adam Query ever. He stole \$180 from the original cyberBeat, and I'm clearly not a thief (or a liar).

As for your displeasure with American games, did you not enjoy King's Quest, Leisure Suit Larry, Willy Beamish, Battletoads, Bulls Vs. Lakers, any E.A. game, ToeJam & Earl, and there's just tons more. If you think that they totally suck, then maybe you need to design a few games yourself, if you're an American, and then publish your own American game. Wouldn't that be dandy! Writing fanzines does not pass the time, it adds more to it. I guess writing cheap shot letters to faneds and fans of video games passes your time, doesn't it? Too bad you're working for Sega now, they will have to learn about your antics too.

Respectfully,

Chris Johnston, Editor, Paradox

It's too bad I had to put that in there and ruin the Fan Forum. But, if you have a question, comment or something of interest you'd like to say, we'd like to put you in these pages! Just send your letters to Chris Johnston, or any other editor.

Is There an Atari Curse???

by Jason Whitman

The most popular and well-known video game company from the late '70s until the mid-'80s was Atari. Their 400, 800, 2600, 5200, 7800, XE, and ST systems sold millions over a period of almost ten years. After the Crash of '83-'84, though, Atari broke up into two companies, Atari Corp. (ST), and Atari Games (coin-op, Tengen), then fell to the back of the pack in the gaming world. Atari made a bid at a comeback in late 1989 when they (Atari Corp.) released their powerhouse portable, the Lynx. The Lynx became quite popular, even more since the smaller one was released, but its popularity is shrinking due to the fact that there are not enough great games out there to overcome the lemons. Now their newest entry to the world of high performance gaming is rumored to be coming out soon. It has had many names, but now goes by the name of Jaguar. When will we see it? Tough to say, considering they didn't show it off at the CES. Great way to get publicity, guys. If it is released, I hope it doesn't follow the lead of Atari's other systems, you know, get real hot then go down the tubes. Is there an Atari curse? Not for long if Atari can revive the Lynx with some decent games and if the Jaguar makes it off the drawing board and into some homes, thus resurrecting the (continued across)

Consumer View of the Summer CES

by Jason Whitman

The Consumer Electronics Show - a seasonal meeting of the world's most prominent electronics manufacturers. What set the summer show in Chicago apart from the rest? The consumers were invited for the first and possibly last time ever. How does this effect the gaming world? Well, information that gamers normally wouldn't see for months could be seen first hand, and the newest games were out to be seen and played by all. Well, almost all. There were still areas where passes were necessary, but companies like Sega and Turbo Technologies (TTI) gave players a look at all their games, finished or unfinished, unlike the Nintendo booth, which contained games already finished or previously released. The Sega booth was *truly* awesome, containing all new Sega games and those of Sega's third-party licensees. The Sega CD was on display, along with TV screens showing off some of its games and capabilities. Also shown was The Menacer, Sega's answer to Nintendo's SuperScope 6. The Turbo portion of the gaming area, though not as densely populated as Sega's, also showed off some new CD technology in the debut of the TurboDuo, and also had some strong new TurboChip games on display. What was seen of the Nintendo booth had its ups and downs, but was entertaining overall. The S-NES version of Street Fighter II was playable, but was one of only a handful of previously unreleased material shown, along with Mario Kart, a racing game starring the overused hero, and Mario Paint, an Art Alive clone for the S-NES. Electronic Gaming Monthly (EGM) had two Street Fighter II arcade machines, along with the longest lines at the show, with gamers understandably eager to play the huge hit. The three major gaming publications (GamePro, VG&CE, and EGM) had separate booths, each giving away free copies of their newest issues. One unexpected aspect of the show was the attitudes of the company representatives. Some were snobbish and seemed uninterested with consumer input, while others, especially those of Sega, TTI and Acclaim, were extremely friendly and asked my opinion on their displayed games. One Sega executive even asked me to play a game of Sportstalk Baseball with him! I was both surprised and extremely impressed. Was the Summer CES a hit with consumers? Well, there's no doubt that everyone at the show had a good time, but there was also a layer of dissapointment that the Consumer Electronics Shows of the future may once again be short of one major ingredient: consumers.

dominance they acheived once before.

No longer a Moth

b y C h r i s J o h n s t o n

The Sega CD was shown at the S-CES with much anticipation and lots of awestruck gamers looking on. "Sega CD doubles Genesis' processing horsepower and multiplies the software capacity 500-fold. Now our game designers can give consumers what they want most, better looking, better sounding, better playing games," says Doug Glen, Director of marketing for the Sega CD. There's no doubt in my mind that the Sega CD will get a lot of press and support, and from the looks of it, everyone will want one, including me.

The Sega CD will appear at game depots across the U.S. in November, and will have 20 game titles available at the release. The Sega CD has the ability (like the TG-16 CD) to play audio, CD+G, and game disks. The price of \$299 looks very tempting with the pack including the system, Sherlock Holmes Consulting Detective (ICOM Simulations), a "Classics" collection disk containing 6 or 8 older Genesis classics, a CD+G disk, AND an upgrade to 8 meg cartridge. Now how's that for value?

The CD+G part I could care less about, I mean, the graphics aren't that spectacular anyway, so why spend the extra cash? But I guess it is something that allows another dimension of on-screen CD fun. The audio part is important, because most people like CD's anyway so it's as if Sega's supplying your CD hardware to play music on, even though Sega CD is supposed to be a game machine, not a music machine. I can't believe anyone would see the audio part as unessential.

Now for games. The games shown on the big screen at the CES looked really impressive. Sewer Shark by Sony Imagesoft, especially held my glance, because it incorporated full screen, full motion video in the gameplay! It looked so hot, that I found out everything I could about it. I talked to a Sega representative who had seen the Sega CD version, and a version of it on an unreleased VHS game system (don't ask me how a VHS system could exist, but it's one of those Captain Power phases). The VHS system version was actually playable, and the rep said that it was very awesome! I believe it! That game looked so amazing, look for it to be a hit! I'm acting like EGM with all these exclamations! You go through the tunnels blasting away enemies, but you go really fast spinning through the tunnels every which way, which makes it better. I would guess they're improving the gameplay, control, and on screen effects for the Sega CD version.

There will be 20 games out at the launch of the system, with more to come. They are: Batman Returns, Final Flight, Joe Montana NFL Football, Night Trap, Rise of the Dragon, Ultima Underworld, Sherlock Holmes, Arcade Collector Edition, Classics Collector Edition, RPG Collector Edition, Shooter Collector Edition,

Sports Collector Edition, Black Hole Assault (Heavy Nova 2), Guardians of the Hood, Shadow of the Beast, Stellar 7, Super Star Wars, Terminator, T2, Wonder Dog, Young Indy, King's Quest V, Leisure Suit Larry, Monkey Island, Out of this World, Police Quest 3, Space Quest 4, Willy Beamish, Dungeon Master: Skull Deep, Dungeon Master True Identity, Prince of Persia, Mixed Up Mother Goose, RBI 4, The Third World War, WWF Wrestlemania, Wolf Child, and Thunder Storm. That's quite a line up.

The cinema screens for all these games are top notch, and the video screens for Space Quest looked really awesome! It's real video! Willy Beamish looked great, and both Dungeon Master CDs look great with excellent scrolling, scaling and rotation present. CD versions of Sonic 2, Streets of Rage 2, Chakan: The Forever Man, and Joe Montana are sure to please, but the limitations are endless.

Another thing on everyone's mind is, "what about the color palette of 16 on-screen at one time and 256 available?" That's a great question. It was apparent that the Sega CD only used the 16 colors on every screen, because they weren't really detailed enough, but, for a video game machine, are you going to be using all those colors? From what I saw, you'll be wetting your pants just playing the games, and you don't need all that color to spice up your life, but it would have been better.

Now what about that SNES CD? Little "rumors" have been heard about this piece of equipment, and I've seen those "artist's rendition" pictures of it. There's no plausible hardware to be found anywhere, and I guess Nintendo is keeping it all hush hush. I know companies are making games for it, because I've talked to a few people at companies who said that they are. However, I see no way to program software when Nintendo keeps changing the specs around every other month. If it is \$200, like Nintendo says that it will be, it won't be special, and I can bet you money that it won't come with a game. Making a CD system should be a long, R&D thing, and not the same Nintendo "let's get this machine out and worry about games later" stuff we usually get. It was evident to me that Sega has gone to great lengths to make a good system, and NO system is perfect, and no game is going to be perfect. I still can't believe that EGM gave Street Fighter 2 two 10's. I talked Mike Ciletti's friend Dave, and he says that some of the timings were a bit off, and it wasn't "perfect". I want to see that rate systems again sometime.

Multimedia is not going to be a gold rush operation. Gamers have seen the Japanese Mega CD games, and most hated Heavy Nova. Sega has put up the bills and made non-Japanese games, which takes real guts, and it will be successful. However, skeptics lurk in

the background. When I talked to Sunsoft's Alfred Artus, he said that the Sega CD is only the first in a series of multimedia gaming frenzy. Multimedia game only make up the bottom 5% of electronic gaming now, and that they would not start making games for the Sega CD unit until it had a dedicated base of gamers on its heels.

Nintendo may be saying that, "why make our SNES obsolete now?". A few years back, when the Genesis first came out, and questions were raised about a 16-bit Nintendo, Nintendo said, "there's still a lot of life in the NES, and we are not planning on introducing any new format until the time and market is right." Nintendo may be saying the same, however different, thing. The SNES cart market hasn't been used up, and the capabilities of that system aren't used up. Sega's running behind the Nintendo tech trek department, so, releasing a CD drive is feasible at the moment for the Genesis.

Think about this: The NES was an awesome system, and if you were like I was, you were getting bored with the same old games, so, you went out and got a Genesis. When Street Fighter 2 was announced for the Super NES, the Genesis had lost its splendor, so, it's time to release the Sega CD. Nintendo wouldn't turn around and want to make SF2 obsolete, would they? No. They might as well have released a CD system. Anyway, we'll see it in Japan before it hits here so why worry? The best is the Sega CD. I'm amazed at the prospect, and you'll soon be too.

Land of Enos

Just got back from SCES 92, and decided to take up on your offer to write something in. I've got some really interesting gossip from the gaming world, and for you trivia knowledge gamers, I've got some stuff for you too! But I'll get to those things later. I think you will agree, if the SCES would be described as a competitive event, the '92 show was just that. Let's get the facts out about the SCES '92 for those people who didn't get to go. Sega dominated (kicked ass) over Nintendo's booth just like SCES '91. Okay, okay, Nintendo had one excellent soft at the show, Street Fighter 2, but Nintendo doesn't even make that game. Oh yeah, don't forget Nintendo has their new mouse peripheral (Ooohh, a piece of junk at a high price, but that's Nintendo's great quality). I was freezing over at the Nintendo booth, luckily Sega was hot to warm me up. The Sega CD is shaping up to be an excellent piece of equipment. Chris, I tried to find you on Sunday to tell you a rough idea of what I saw behind closed doors. So here's the jist, I saw the audio CD's at work as well as CD+G's, and two future games. These games are awesome. I won't say what they are, but they're both 100% full motion video games with tons of voice. One is a mystery, the other is a first-person shooter (let your mind imagine a a first person full motion video shooter).

What did you think of the new Menacer gun? I think the gun and the 6 in 1 cart is 10 times better than the Super Scope. Alright, here's some trivia knowledge for you. How many of you know what SNK stands for? Well, I asked Kent Russel (ex-president of SNK), and he said it stands for Shin Nippon Kikaku (translation: the New World (Neo Geo) rising over the sun. Gott go, so much to do, kinda busy.

Signing off,

Captain

A Look at the Games at the SCES...

by Sean Pettibone

The SCES was phenomenal. There were games and more games, so I tried to play what looked appealing. Following this, A'll give you my opinion on how the games are at this stage, but remember, many of these games are not complete yet, and can change substantially before final production. So with that said...

Batman: Revenge of the Joker by Sunsoft is one of the numerous Batman games at the show. This one displayed substandard graphics that lacked any detail or clarity. The music is decent with fairly lame sound effects and overall I think more could have been done on this game.

Sonic 2 by Sega was on display and of course constantly held a crowd. With only the first level complete, it appears to be similar to the first installment with new backgrounds, enemies, and a friendly dou-tailed fox named Tails who accompanies Sonic on his adventure. As of now, the music is identical to the Sonic 1 music, but that will most likely be changed by production time. I expect simultaneous two-player action to be incorporated, although Sega would not confirm this. In the demo levels running, the backgrounds were well done and overall the graphics were very crisp. I also saw a split screen, but it looked cramped and I don't know if this will be worked out. Although it will offer many familiar situations from Sonic 1, Sonic 2 should prove to be an enjoyable, huge-selling game.

Chakan: The Forever Man, also by Sega stars you as a character cursed to live forever, unable to die. Guide Chakan through different lands, changing weapons in the first game with the object being the killing of yourself. Sadly, with an interesting plot like this (from a comic book), this game falls short. The graphics are overly dark and the definition of the backgrounds is mediocre. Hopefully it will be polished up.

Atomic Runner by Data East has very good graphics and nice sound combined with an interesting character movement, the only problem being with the control which I found very difficult to get used to.

We were fortunate enough to get a chance to play Strider 2 in the offices of U.S. Gold. This game is good, but not great as the first one was. The colors

seemed a bit dark, and the control needs to be worked on. The sound, mainly the voice, is very good, with the evil laugh apparently sampled right out of Strider 1. Again, it could have been better, but still a good game.

As on of my favorites at the show, I really enjoyed Taz-Mania by Sega. You star as the spazmatic Tazmanian Devil in search of the eggs that your family dines on. This cartridge boasts great graphics and sounds, and humorous gameplay, and is really like watching a cartoon.

Mick and Mack, Global Gladiators by Virgin was another favorite of mine. Clean up the environment in this alternating two-player adventure game somehow sponsored by McDonalds. With 250 character animations, fantastic graphics and sound, this was the sleeper hit of the show.

World of Illusion, Starring Mickey Mouse and Donald Duck, the sequel to Castle of Illusion, by Sega, was only a "work in progress" running demo. I want to say that it appears as if it will be enjoyable, but so did Fantasia. You can play as either character, or both, and I am hopeful that it will turn out well.

Chester Cheetah: Too Cool to Fool by Kaneko is dissapointing. Colorful graphics are a plus, but the control is pretty bad. Hopefully this is only the beginning and this game will improve.

Wolf Child by JVC was running on cartridge but will eventually be put onto CD. It's a fairly fast moving action game with decent graphics, but the character is small and some bugs still need to be worked out.

In Home Alone by Sega, you must not only protect your house, but also your neighbors'. I only played for a short time, but it was not enjoyable, and the control needed work. Digitized graphics look nice and the opening music sounds good, but still nothing spectacular.

Another Batman game, Batman Returns by Sega, is still not as good as a Batman game could be. Control needs work and the graphics are dark and gloomy.

In B-Bomb by Sega, you have a choice of various non-human animal characters, and must use your butt and a bone to defeat your enemies. The first day of the SCES, Sega had this game as playable with joypads connected, however after three hours, the joypads were removed and the game was labled as "work in progress." Not very much of it was completed, but the colorful graphics look nice, and the sound is good.

Encountering the same problem as B-Bomb, Sega's Ariel: The Little Mermaid was at first playable but then was declared as "work in progress." Inadequate amount finished to say much.

One of the Indy games being displayed at the Sega booth was Indiana Jones and the Last Crusade by U.S. Gold. It has decent graphics and sound, but the control quality and Fun Factor leaves something to be desired.

Tale Spin by Sega stars Baloo and Kid in a side scrolling action adventure. As your choice of either

character, you use a ball and string paddle as Baloo, or a slingshot as Kid for your weapon. The levels are really not complete enough to indicate anything.

Ex-Mutants by Sage's Creation is based on the comic book story by an independant publisher. The characters are small but overall the game is average.

Green Dog the Beached Surfer Dude is a great new adventure game from Sega. You are, obviously a "beached surfer dude" in a quest to gather pieces of your surfboard and recover an Aztec treasure. This very fun game is highlighted by vibrant cartoonish graphics, great sound, and humorous situations.

Captain America and the Avengers by Data East is modeled after the arcade version. Much of the voice has been removed, and the graphics look dull, but the two player simultaneous option is included and the levels and storyline follows the arcade version.

The other Indiana Jones game being shown was The Young Indiana Jones Chronicles by Sega. Again, more could have been done with this Indy game also, but when the completed version is released, this should prove to be a decent game.

Streets of Rage 2 by Sega will end up being a 16 meg game. Hardly anything is complete on this game, but you have your choice of four different characters, and it should provide similiar but improved play over Streets of Rage.

Superman, by Sunsoft, is another Genesis superhero game that falls short. Granted only a minimal amount of the game was complete, graphics and sound are average, and the character appears very small.

Bio Hazard Battle is a new shooter by Sega coming soon for the Genesis. With the choice of four ships to use, nice graphics and sound, this seems to be a good game, if of course you like shooters. The plot, enemies, levels, etc. seem pretty standard, but Sega promises me that this will be an innovative game.

The Menacer is Sega's answer to the Super Scope Six for Genesis. It has a removable stock, targeting binoculars, etc., and can in essence change in several different guns. Also, it can show an on screen cursor so you always know where you're shooting. There were several games available for play and they will probably all come on one cartridge as for the Super Scope Six. I only played two of the games, and of those two, I enjoyed the ToeJam and Earl game the most. Again, software support will play a role in the success or failure of this peripheral, so time will only tell on this one.

I know most of the above coverage concerned Genesis, but two other games really stood out at the show. Gate of Thunder at the Turbo Technologies booth for the Duo looked excellent, and the music is unbelievable! One of the best games, arguably the best game at the show was Out of This World by Interplay for the SNES. This game is spectacular. Real time animation, polygon graphics, and futuristic music intertwined with the cinematic play and plot make this challenging game a sure one to look out for. Also coming for the Genesis and Sega CD, Out of This World should

prove to be a hit on any system it's played on.

So here are brief reviews of a sampling of the multitude of games that appeared at the SCES. Remember, many of these games are not complete, and they can change substantially before final production, but I hope this has given you some insight into what is coming. If you have never attended a CES show, as the public or trade, make an effort to do so as it's a great experience.

GAMING ABLAZE

SET

by Jason Whitman

While most eyes at the Summer CES were focused on the American debut of the Sega CD, over at the Turbo booth, Turbo Technologies (TTI) was showing off their soon-to-be released TurboDuo supersystem. The Duo is a sleek, sharp-looking combo consisting of a TG-16 and a Super CD-Rom unit. The CD portion is now "super" because the memory has been beefed up to 256k, four times the amount of the original peripheral unit (64k), cutting down on the number annoying blank screens that plagued the old system when it was accessing the data on the disc. The cost? The Duo will debut at \$300. Relax, there is a huge incentive for buying the new unit. There will be five pack-in games, an all new shooter with great cinematics and a kickin' soundtrack called Gate of Thunder on CD, the great RPG Ys I and II (CD), Bonk's Adventure and Bonk's Revenge on one Super CD, and the original TurboChip version of Dungeon Explorer. Not enough for your buck? There will also be ten five dollar coupons good for Turbo software and hardware, and the all-new mag, TurboForce. Great system, great pack-ins, great games? You bet. TTI came to the CES with a plan in mind: convince gamers the TG-16 is not dead, and that the new TurboDuo is a worthwhile investment. Well, I'm *thoroughly* convinced. The pack-in Gate of Thunder sets new standards in shoot-em-ups. Containing dazzling cinema displays and a great musical score for a shooter, this game would be tops on my list if sold separately. Riot City, a Final Fight clone on CD, has huge characters and great fighting maneuvers, and features two player simultaneous action. This one held Justin's attention for quite a while. Cosmic Fantasy II, a fantasy/RPG CD, is full of movie-quality animated sequences, and looks like a contender to dethrone Ys for RPG king. Excellent versions of previously released titles such as Prince of Persia, Shadow of the Beast, Lords of the Rising Sun and Loom were also present on CD, and all look like they take full advantage of the power of the CD drive. One of my personal favorites, though, was Fantasy Star Soldier on CD, a shooter with a mixture of the original Star Soldier, Bomberman, and Fantasy Zone. It had cartoony graphics but was full of intense action and original power-ups. I loved it! Convinced yet? If not, then consider one more

thing. To purchase the Turbo base system, CD-Rom, new 256k memory card, and the five pack-in games, it would cost over \$550, not including the \$50 in coupons or TurboForce, which by the way, is an excellent mag. You're convinced, I know you are. You're not? Then check it out for yourself. The quality of the TurboDuo and its games is unbelievable, and the price is quite reasonable. I guarantee you'll be whispering "Duo, Duo, Duo" in your sleep for weeks. If you don't buy one within hours, that is.

Turbo owners, do not despair! Although most at the Turbo booth at the show had CDs on their minds, TTI had a nice new lineup of TurboChip games that in my opinion puts the TG-16 back on the gaming map! The past library of TurboChip games has never been spectacular, with the very few exceptionally done games being drowned by an overflow of duds. Most of these weak games seemed rushed, never taking the Turbo to its limits. Well, the games at the CES showed the TG-16's true abilities and what abilities they are! Parodius, a Gradius sequel by Konami, gives the player the ability to choose between the original Vic Viper, an octopus, a bee-like spaceship, and a penguin to control, each with different power-ups. The bosses, which are beautifully animated, cartoon-like animals and creatures, highlight the first ever 8 meg card for the Turbo. Neutopia II, a sequel to the Zelda-like RPG, has improved graphics over the original and was impressive. A souped-up version of the NES game Jackie Chan's Action Kung Fu was there, and featured exceptional, cartoon-like graphics and the same great gameplay that made the original so good. There was New Adventure Island developed by Hudson, which rivaled the S-NES version in terms of graphics, gameplay, and overall quality. Yet another sequel to Star Soldier, called Soldier Blade, was shown by TTI, and had the same futuristic powerups and looks that filled the previous versions. Baseball was added to the line of T.V. Sports games, and Disney's Darkwing Duck looked good. There was an early version of Bonk III at the show, and it resembled Bonk's first adventure but was far from completion. An RPG-Bonk game called Bonk's Quest was shown in a Turbo pamphlet, featuring cartoon-like cinema sequences, but was not at the show. Bonk's Thunder Shooting, completely in Japanese, in which the new, futuristic Cyberbonk travels through levels of mindblowing graphics and hilarious looking enemies from Bonk's first two adventures. Filled with intense shoot-em-up action, Cyberbonk has awesome power-ups, such as cow and dog companions that help him on his quest. The bosses are unbelievable, sporting graphics of such high quality they rival CD animation. I entered the Turbo booth expecting absolutely nothing, but what I found left me with a smile on my face and a newfound respect for TTI. They never gave up on the Turbo, and now it's finally coming into its own. This new library of TurboChip games just put the TG-16 in contention with the Genesis and the "Big N", and with such quality, the Turbo has the ability to come out on top.

MODE 7

A tour of what's going on in the video gaming world with the Mode 7 guru. This month, he looks at the office space in the middle of the aisle, known as the CES

There were a lot of great games at Sega. What was to become the sleeper hit of the entire show was from a little known Genesis licensee called Virgin. They actually had THE BEST GAME AT THE SEGA BOOTH! What was it? It was Mick and Mack: Global Gladiators. Sure, I know it's just M.C. Kids on the Genesis, but it's one darn good game! Sierra had a quite awesome demonstration of Willy Beamish on Sega CD up and running. U.S. Gold had Olympic Gold, and behind closed doors (their office), Sean and I were let in to play a little of Strider 2, which I thought was a very good 8-meg sequel to the original, with little changed. More levels, challenges, and bosses makes this one very appealing to me. I just hope there's more anti-gravity bosses. Tengen had their games up, including Steel Talons, Road Riot, Rampart, and Dragon's Fury. I still really like Rampart, and I can't believe it's been held off so long! Kaneko had Chester Cheetah: Too Cool to Fool, which was hardly done, and had very little play control, and you could only move in a straight line! I think I'll have to sit down with a finished version of this game to see how it turns out. Kaneko also had Deadly Moves, which Jim Belt was kind enough to show us (Mike Ciletti and I) a piece of. It's a Street Fighter 2 clone, for SNES and Genesis, and was very choppy, but it did look like it had some promise. Galoob had the Genesis Game Genie there, hooked up to Sonic the Hedgehog, and at the Camerica booth, they had the code book for the Jenny Genie. Sean flipped on through it and found about 6 pages of Kid Chameleon codes, and I can't wait to get a Jenny Genie! What about this GB Genie? Didn't see it, but the Camerica Press Kit mentioned it, if only briefly. Acclaim/Flying Edge had some good games, and Krusty's Fun House looked really good, but when I stepped up I didn't really know how to play, so, just more fun. Predator 2 had very little control, but I guess was O.K. Flying Edge better not start making games like those old Friday the 13th carts on the Jenny, or I'll hurl. Speaking of hurling, I almost blew chunks when I saw that THQ was making games for the Sega Genesis. Come on, I don't want to play Where's Waldo or Wayne's World (hey, they both start with W) or any THQ game on the Genesis. Could THQ be making a Ren & Stimpy game for Genesis? No. No, please, not that! If THQ handles R&S, I'll NEVER buy it! Why didn't Acclaim get that license? THQ is a really bad company, and they've never made a game that I liked! Nintendo was really bad. They treated the annual CES like "just another mall tour" and it was stupid. The good games were all in Nintendo's larger than life Trade Area, where the public was not allowed. I felt bad for Jason, Justin (logo man) and the other consumers that had to put up with that. Games like Death Valley Rally, Land of Mystery, King of the Monsters, Road Riot,

Race Drivin', Bulls Vs. Blazers, Desert Strike, and others were not even seen by the public. Only 2 copies of SF2 were out in the consumer area, and the 10 foot screen display of SF2 was in the trade area. I mean, come on Nintendo, get going. This was supposed to be your Smash Sega Show (S.S.S.), but it just wasn't happening with "mondo" (Brennan Howard word) idiotic games out on your public display. Games like Mario Paint (Art Alive on SNES with added mouse peripheral and added fly swat game), Super Mario Kart (Mario go Kart racing game, actually O.K.), and old games like Super Mario World, Gradius 3, Tetris, Super R-Type, Final Fight, and others don't make me excited over the SNES. Why weren't there better displays of SF2? Why were there so many displays of Mario Paint? Get your act entact (whooh, what a rhyme) and show the consumers what they want! I thought that any faned would have agreed with me that Nintendo's booth sucked, and they should get their act together! A highlight of my Consumer Day was playing Street Fighter 2 against this 6 year old Japanese kid. Here I thought he didn't know how to use the controls, and I would obviously waste him. I thought wrong. He got 3 perfects against ME! What kind of bull is this? After playing SF2 only 6 times total in my life, I can see why I was wasted. I did like Nintendo's Trade Area, especially on the Consumer Days. It was half empty, and you could go up and play virtually any game, and I matched Sean on King of the Monsters by Takara, and yes, I admit it, he wasted me, but I was watching the chick in the Bullet Proof Software booth, so don't blame me! Amazingly, TTI's (TurboTech) booth was really good. I thought that TTI and the Turbo were both dead, but after seeing the Duo and Gate of Thunder, Riot City, and Cosmic Fantasy 2, I've changed my opinion! I want a DUO! Forget SNES, the top 2 systems are Genesis and DUO! TTI showed a lot of games, including 5, yes, 5 Bonk games. They were: Bonk's Adventure, Bonk's Revenge, Bonk's Thunder Shooting, Bonk's Quest, and Bonk 3. A very good show to be had at TTI. It's really too bad that the Turbo didn't do so hot in sales, because they really had worthwhile games (see Jason's Turbo article). The first day was basically a "collect the stuff" day for me. Those Taito bags really rip into your skin! I collected lots of stuff and asked Mike Riley of EGM and Sendai Publications about Electronic Games, and he was nice enough to give me the mock up advertising issue, which had some descriptions of what the mag will be like, and advertising rates on the back with a huge amount of blank pages inside! You wouldn't believe the advertising rates, they're about the cost of a cheap new car. Anyhow, I played Sonic 2 and Street Fighter 2, but that was about all I toyed with at the show on Thursday. I met Henry Sterchi of Video Plus (the 140 page written out fanzine), and talked for a little bit before Mike Ciletti said we had to go. Friday was more laid back, and I played a lot of games. We got to sit down with Strider 2, but you already know that. Got to see the character sheet for Sega's X Men game. Played lots of carts, including Death Valley Rally, more Street Fighter 2, Land

of Mystery, and much more. Went to the Konami booth with Henry Sterchi, he filmed some Batman Returns demo screens, and saw Tiny Toon Adventures for the SNES. Saw Liz from Game Informer walking down an aisle, and saw Mr. Todd Capriotti from High End magazine, the guy that offered me that writing job and then wrote similar articles to mine, what a cheap shot. Saturday was hectic. Met Jon Johnson at the show (no, he's not my brother), he was surprised and quite overwhelmed by the show. We all played Captain America and the Avengers at the Data East booth, and played SF2 a few more times. Played King of the Monsters and asked about Fatal Fury for Genesis at Takara.

Let's say that putting this issue together is a joy. It took about 2 1/2 hours to load the program up so that I could make it print out this good! Everyone who has worked on this issue knows the pain that was had by all working fast to get everything done. Sean had to send his lengthy article in, Jason came over to work twice (one of which we did NOTHING!), and the parents of us editors had fun juggling guest space around. Not to say my having to learn "two spaces after every period" from Jason. AAAAAARRRRRRRRRRGGGGGGGGHHHHH! Now to let you in on a little secret: I'm not doing a music fanzine, never have, never will. I pondered the idea around, came up with a title, and then dropped it after I learned that I would be the only writer. So, now you know the story. As for the lying part, it really wasn't that bad. I mean, think of the fun I had thinking up those idiotic things! Let's think one up together! Take an older game that was really popular in the Atari days, like Pitfall, and make it into a SNES title. There you go, instant rumor! There's tons of ideas you could think up, I just got carried away thinking up cool peripherals and such, like the GB CD ROM. Sure, if you think about it, added levels, and sound would be a great enhancement to the GB, would it not? If you choose not to read anything I say ever again, that's fine, I apologize for anything that went wrong, like Chris Larson printing that rumor about the GB CD ROM. I also thought up the Ren & Stimpy rumor, and I send all of my issues to Quattermann, and he picked it up and printed it in EGM (with no credit to me, of course). But who cares? I'd really like to develop games, peripherals and the like. Who knows? Maybe Paradox Publishing will become Paradox Inc., and Jason, Sean, and I will all be like Katz, Kunkel, and Worley. Sean's Worley, of course. I'd really like to do all that stuff. If you hear any more "rumors" that are too good to be true, just don't believe them. I don't. Anyway, I'm glad I got this out of the way twice in this issue, three with Sean's article. See you next time in the Mode 7!

The Final Countdown

The Final count of:

Consumers (total) in attendance: 98,720

Trade (total) in attendance: 51,850

TOTAL: 150,570 in attendance

Fandom Vortex

by Chris Johnston

Fanzines are an important part of the electronic gaming hobby, and I think everyone will agree with me (except Dan), that they are the only way to truly get the opinions from gamers around the world. There are fanzines in England and beyond that we haven't even begun to see yet. Are there any in Japan? No, the Japanese haven't heard about them yet. But when they are told about them, expect a big influx of "wanna be's".

cyberBeat is coming back! Yes, the gruesome foursome (Mike Ciletti, Ed Finkler, and Ed & Rich Karpp) are ready to print an issue! Look for an issue to come out at the beginning of July. The Electronic Games idea is coming around. There is a new idea sprung upon all of us: A video game fan club! It's projected to have a million members, and will offer such things as a club coupon book offering discounts on everything from shoes to Pepsi! There will be a professional club newsletter as well as a fan made newsletter. If you have any ideas, look under the colophon at the beginning to see Mike Ciletti's address (it's in that shaded box you stupid!). Anyway, on to reviewing my two favorite fanzines, The Panic Zone by Chris Larson, and ZAPP! by Scott Weller.

The Panic Zone, published by Chris Larson
1209 Frisna
Pawnee, IL 62558
\$1 for one issue (good deal!)
Rating: 99.9%

The Panic Zone is just a great fanzine period. Anyone who hasn't paid attention to it should really send for a copy and read it all the way through NOW! It's reviewed in the July issue of VG&CE, and I'm sure that his MegaZine venture will turn out for the better. The Panic Zone has no shortage of talent or opinions, and Chris has a staff of freelancers that is as true as sugarless bubblegum in your mouth.

Chris' amazing style of writing is both exciting to read, and interesting to keep a reader's attention. His completely "reader-fed" format works quite well, as it is apparent that he gets quite a lot of submissions for each issue.

This 'zine is so good because of its laid back style and its contrasting opinions. When Chris and his awesome staff of contributors really get going, you can see the action heat up as with "Da Moose" Shot Down! This fanzine stumbles over no obstacles, and that's why it gets a 99.9% (very close to perfect) on the fandom vortex velocity meter.

ZAPP!, published by Scott Weller
135 Ten Rod Rd.
Exeter, RI 02822
\$1.25 per issue

Rating: 89%

ZAPP! is one fanzine that goes along with what a fanzine should be, there are lots of reviews, opinions, and a letter column. ZAPP! has that "school newspaper" look that fits in so perfectly with ZAPP! style. You couldn't classify it as either a fanzine or a newsletter, because it combines elements of both. The layout suggests fanzine, and the written material suggests newsletter. It works out in a good way that has Scott, Amber, Christi, and Old "M.C." ZAPP! is in tune with gaming, and has good points about the gaming industry, as well about games. I would definitely check out issue #5 of ZAPP!, as well as the ZAPP! CES wrap-ZAPP! Check it out!!

That's all for this month. If you want to see your fanzine reviewed, please send it in to us (all three editors preferably). You might be seeing your fanzine reviewed very soon! We hope to have an expanded section next month.

Sega/Telegames Show New Portable Softs

by Jason Whitman

The perfect video game is one that mixes strong action sequences with just the right amount of adventure and strategy. Such is true of Ax Battler, a new Game Gear game, and just one of the many great ones shown by Sega at the CES. Ax Battler begins as a traditional RPG, with our iron-clad hero on a quest to find the stolen Golden Ax. The game begins in the every-day overhead RPG view, with the hero and the surroundings greatly resembling Dragon Warrior. What sets Ax Battler apart from the rest, though, is that when you encounter an enemy there is no drab, menu-driven flight scenes, but full-fledged, sword-wielding, hack and slash action. Both our hero and his enemy have their own energy meters and the scene ends when the enemy or our brave hero bites the dust. Not all enemy confrontations are one-on-one, though. Sometimes Ax Battler enters a cave where he confronts hoards of skeletons and assorted demon-like creatures. With a balance that will touch the hearts of both hack-'n-slash and RPG fans, Ax Battler is a Game Gear must-have and one of Sega's best.

Although Sega's Ax Battler was an original title, most of the GG titles by Sega and their third-party licensees at the show were scaled down versions of Genesis carts. Many were unfinished prelims, some with no enemies or limited gameplay. GG owners should be seeing these sometime soon: Batman Returns, based on the soon-to-be-released movie sequel, Streets of Rage, Taz-Mania, David Robinson's Supreme Court, Talespin, Home Alone, The Terminator, and an R.C. Pro-Am type racing game. Games not at the show but ones that are

projected to be released by Sega within the next year are: Chakan: The Forever Man, Super Monaco GP 2, Pro Baseball, Shinobi 2, Sonic 2, The Little Mermaid, Wimbledon Tennis, and Evander Holyfield Boxing.

The CES left Atari Lynx owners with little to cheer about. Atari was at the show, but made their home at the Barclay Hotel, not in the consumer portion of the show. The only Lynx licensee showing games was Telegames, which had a lineup of six titles, half of them unfinished, for the color portable. Telegames previewed The Guardians: Storm Over Doria, which is the first true RPG for the Lynx. Set in an overhead perspective, the four Guardians travel through missions of magic, monsters, and multiple weapons. A conversion of the arcade version of Double Dragon was in Telegames' booth, and was unbelievable. Awesome graphics, huge, full-screen characters, and challenging enemies highlight this great cart. The racing hit Super Off-Road has been converted for the Lynx, along with the puzzle game Qix. Telegames had some very original titles, such as Ultimate Chess Challenge and Crazy Ace Miniature Golf. Lynx lovers' hopes were kept alive by Telegames' showing and hopefully next time Atari will follow their example.

Next Issue...

In the amazing next issue, we'll be training dogs and spiffing up the flowers. We'll also be using this font! Don't be too too percocious while we're gone, but you can write us letters and have fun writing hate letters. But if you don't like that idea, you can ask Justin (address at front) to do an awesome cover for you. He'll be doing our next cover, and I'm sure he'll put a reasonable price on it. We hope you enjoyed this issue, even though we said almost nothing, so we'll have a lot of new columns in the next issue. This CES issue is not what our "normal" issue will look like, but the following are things you will see:

Land of Enos with the Captain!

MODE 7

FANDOM VORTEX

GAMING SET ABLAZE

Next issue we'll have this and more! Now turn to the back page for the Subscription Plea!

Reduced Rate For You!

Hey Gamer!

You got this issue by some odd circumstance, so we'll throw it back by giving you a chance to subscribe to Paradox for a reduced subscription rate! We're gamers like you, we play games, buy games, and read every copy of EGM around! That's why we feel it's important to do this newsletter/fanzine. If you just read what EGM told you, you'd be left in just about total darkness about the actual game. Have you noticed they are sometimes wrong about games that they "exclusively" report on. How 'bout Xardion, or Fantasia? You're getting half of a story. They have no opinions, just tons of info! Why not get more of the true fact by reading Paradox every month.

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...and remember to fill out the Form on the back for the Super Lemon contest!

Paradox Reader's Form

The form that tells us about you without hurting anyone...

Name _____ Age _____

Address _____

City _____ State _____ Zip Code _____

What is your favorite video game currently? _____

What is your favorite arcade game currently? _____

What's your favorite system currently? Why? _____

What video game systems do you own? (circle all that apply):

GENESIS SNES NES TG-16 NEO GEO GAME GEAR LYNX GAMEBOY
TURBO CD DUO MEGA DRIVE SUPER FAMICOM FAMICOM

What do you think of this first issue of Paradox? What could we change to make it better? _____

What other fan publications (fanzines) do you read? _____

What do you think of a video game fan club? What are your ideas? _____

COMMENTS:

Send the Reader's form to Chris Johnston (address at front).

Subscription Plea!!!!

He's hungry for his next issue of Paradox!!! Sorry, the next issue won't be ready until about July 10th. The next issue of Paradox will have more fanzine reviews, more game reviews, and more opinions on just about anything we can think of. And, remember to send in that Reader's Form to get that delicious mouth numbing Super Lemon candy! The winner of our Reader's Form contest will receive his or her very own packs of those wild lemony canies from Japan (and you said I didn't like Japan, at least they're good for making great candy). Totally imported Jude!!! I'm stoked! (Brennan Howard impersonation) Anyway, let's get on with the plea so you can find out how to receive your next issue of Paradox so you don't look like Dan MacArthur below. You can get an issue by sedning us a issue of your fanzine/newletter, or of course, by submitting an article for print. Did I mention cash? Yes, of course, you can subscribe by giving us your hard earned money. Cash or check made out to Chris Johnston will be fine. If you prefer submitting an article to paying for your issues, your work HAS to be included in the final copy to get your free issue, but all signs point to yours being included. Remember, we copyright our publication so all writings submitted for publication become OUR property. We can return anything if you really want it back. Artwork would be more than great, because we're looking for someone willing to send it in on time, and actually get something done(if you know anyone similar to that description, please send his attention in our direction and beg him to draw for us.

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